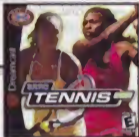


COMING SOON!



SEGA SPORTS
TENNIS 2K2

SEGA
SPORTS

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Dreamcast



SEGA SPORTS
NBA 2K2



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the Sega game manual for the software and console before operating them. A responsible adult should read these manuals, together with any manuals who will use the Dreamcast before the minor starts.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 45 feet away from the television screen. This should be 60 for 90 the length of the controller cable.
- Do not play if you are tired or have not had enough sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunctions:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast CD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc on anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not use an oil or soap, anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as lacquer or paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or start the plunger of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This CD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this CD-ROM on any other CD player, as this may damage the headlamps and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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INTRODUCTION

Introduction

You got game?

Now's the time to find out. Building on the success of NBA 2K and NBA 2K1, Sega has taken this year's version of its award-winning basketball series to a whole new level.

What about the defense? It's been improved this year, as the defenders are now smarter than ever. They'll rotate into passing lanes to cut off your angles, and slide into the lane to prevent you from getting the easy bucket. You'll have to be at the top of your game to come the CPU this year.

And the gameplay? Rock solid. Now you can perform drop-steps to school those would-be defenders. Back in on your opponent, perform the drop step and leave him reaching at sky as the ball goes swish through the net.

Online play is improved as well. Like the other games in the 2K2 series, NBA 2K2 now saves your profile online. We're keeping track of your wins and losses so we can rank all the players nationwide, leaving no question about who is the best of the best.

Street courts are back too, and this time there's a new addition - the legendary Mosswood Park in Oakland, California.

Plus, you'll find all the latest offseason roster moves (time to start getting used to Hakeem in a Raptors uniform and Kidd in a Nets uniform), new floors and logos in Dallas and Seattle, new rookies such as #1 pick Kwame Brown, and new NBA rules like zone defenses and the eight-second backcourt rule.

So then, you got game? You'd better find out, because we've got The Answer.



STARTING THE GAME

Starting The Game

NOTE: Sega Sports™ NBA 2K2 is a one- to four-player game. Before turning the Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and START buttons. This will cause the Dreamcast to soft reset the software and display the title screen.

When using a Visual Memory Link (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller.

When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, it does not lock into place and may fall out during gameplay or otherwise erratic operations.



CONTROL SUMMARY



Keyboard

It's easy to use. Simply plug into a Dreamcast controller port.

No spinning, size and tactile feedback come in the best keyboards.

Compatible with Dreamcast internet browser.



Visual Memory Unit



Jump Pack



Control Summary



NBA 2K2 is designed with analog functionality in mind. The SEGA Dreamcast analog controls provide a fuller range of motion and add to the overall depth of the game. However, by accessing the Options → Controller Menu in game play, you can change the control scheme to use the D-Pad instead.

Note that the controls and tips offered in the following pages refer to NBA 2K2's default controls, but alternate control settings and button assignments are available. To choose from a variety of alternate settings and assignments, again go to the Options → Controller Menu.

To highlight and select specific menu items, press the Analog Stick in the direction of the menu item until it highlights and press the A button. If you have questions when viewing most menus and screens, press the Y button to access an on-screen help menu.



MENU CONTROLS

Menu Controls

Button	Action
Any/ Stick (or D-Pad)	Highlight menu option
A	Select/Scroll through highlighted selections
B	Cancel selection/return to previous
X	Change menu focus
Y	Accept/Help menu

Coach's Corner: Getting Help

If at any time you need help navigating through the menus, press Y and a help screen will help you find the way.



OFFENSIVE CONTROLS WITH THE BALL

Offensive Controls With The Ball

Button	Action
A	Pass
B	Crossover Dribble
X	Shoot/Rebound
Y	Pass Icons
L	Back Down Defender
R	Turbo
D-Pad	Playcall/Shift
D+LB X/Y	Call Play
D+L	Call for Pick



Note: Alternate control schemes may be chosen from the Options -> Controller Menu.

Coach's Corner: Spin Moves

To perform a spin move, press and hold the Right trigger to activate your turbo, then press the B button to spin around your defender. Once by your front, look to take it to the hole, or route it to the open man if another defender collapses on you.



BASIC OFFENSE

Basic Offense

Here's a brief description of the fundamental offensive controls. Master the basics and you'll be ready for advanced offense in a couple of pages.

DIRECTIONAL PASSING: A button

Good ball movement is important in setting up open looks at the basket. While controlling the ball, press the Analog Stick in the direction of the player you wish to pass to, and press the A button to deliver the pass. Make sure you have an open lane to the intended recipient, though. Throwing into a crowd, trying to thread the needle a bit too closely, or heaving crosscourt passes will often lead to turnovers.

ICON PASSING: Y button

Use icon passing to guarantee that your pass goes to the right teammate. While controlling the ball, press the Y button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to send the pass to a specific teammate.

Coach's Career: Icon Passing

Want to get the ball into the hands of your point guard to run a play? Need to get it down to your power forward to take advantage of a mismatch? The following buttons correspond to the following positions:

- | | |
|---|----------------|
| A | Point Guard |
| B | Shooting Guard |
| X | Small Forward |
| Y | Power Forward |
| R | Center |



CROSSOVER DRIBBLE: B button

Players like Tim Hardaway and Blagoin Marbury have made a career out of taking one way with the dribble then breaking their defender's back by crossing over in the other direction. If you catch a defender face-on as you dribble towards him, press the B button to cross over and blow past him!



SHOOTING: X button

Press and hold the X button to shoot. Once you release the button your player will release the ball. Try to release the ball at the top of your jump for the best chance of making it.

Coach's Career: Timing the Shot

Timing is everything. If you release the X button exactly at the top of your jump, you'll have the best chance at making the basket. If your man shoots at a high percentage in real life, you'll have a little more leeway with regards to releasing the ball at the exact pinnacle of your jump. However, if the player is a bricklayer who releases the end of the pre-jump spring will need to be almost perfect to have a reasonable chance of making the shot.

LAYUPS AND DUNKS: X button

For the most part, if your player is standing still or is outside of the key when you press the X button, he's going to take a jump shot. However, if he's underneath the bucket or driving through the lane when you press the X button, he'll likely attempt a layup or dunk instead.



ADVANCED OFFENSE

TURBO: Right trigger

Turbo works just like a sound bite—it makes you go faster. When you press the Right trigger to kick your player into overdrive, his speed and energy will pick up a notch. Be careful not to overuse turbo, however, as your player will tire too easily if he's continually springing up and down the court.

Advanced Offense

BACKING DOWN THE DEFENDER: Left Trigger

Do you have a size advantage over your defender? If so, press the Left trigger to drive him back into the paint, then release the trigger and press the Analog Stick in any direction to create space for the shot. If you press left or right, your player will attempt to spin around the defender and get to the hole. If you pull back on the stick, he'll attempt a chest pass (usually a Hassan Gajdarov or Juwan Howard). If he's underneath the basket, simply press forward and press the X button to slam it on your defender's head. Don't forget about the Three-in-the-Key rule or the newer Five-Second Back-Up-to-the-Basket rule.



Coach's Corner: Posting Up

When in a post-up battle, both players' physical size, strength and post-up skill will determine whether you back your man down or being against a brick wall. If you find yourself squaring off against an equal opponent, try pumping the Right trigger each time your player lunges back to turbo at your defender. Keep in mind that the defender can also press the Right trigger to prevent you from getting in close to the basket.

ALLEY OOP

Alley oops work a little bit differently this year. Pass the ball to a player calling for the rock as he slashes to the hole and you'll perform an acrobatic alley oop. With these simpler controls, you'll be missing the highlight reel on a more regular basis.

PIVOT MODE

If you allow your player to remain stationary after he receives a pass, he will automatically attempt to protect the ball by shielding it with his body. You'll need to make a quick decision on whether to begin dribbling or to pass it along and continue to work the offense. If you hold the ball too long, the defense will collapse on you and attempt to knock it away.



Coach's Corner: Alley-Oop

Slamming home an alley-oop pass is a great way to show up your friends online, but don't get lucky! If your teammate doesn't have a clear path to the basket, you'll likely end up throwing the ball away.

DROP STEP

Press and hold the Left trigger to back down a defender. Then, release the trigger and press left or right on the Analog Stick to perform a drop step. You can create separation between you and your opponent if he's not ready for this all-new move.

PUMP FAKES

To perform a pump fake, tap and release the X button in an attempt to get the defender to jump into the air. If he bites, you'll have a good chance to drive around him into the lane. At the very least, you may be able to freeze the defender and create a lane space, enabling you to get a cleaner look at the basket.

Coach's Corner: Show and Go

To perform a "show and go," try doing a pump fake, then when your defender has gone for the fake, quickly drive around him to the basket. Of course, you can't perform a show and go if you've already picked up your dribble.



CALLING FOR A PICK

Try having a teammate set a pick for you to lure that pesky defender. To do this, press the D-Pad and then the Left trigger. Your nearest teammate will create a wall for you to step around and (hopefully) get you an open look at the basket.



PLAYCALLING

Each team has sixteen plays in its offensive playbook, of which four plays can be used during a game via the in-game playcall menu. If you'd like to customize the four plays currently in use, select Quick from the Pause Menu, and select Offensive Plays (you can also set your offensive plays in Customize Mode). To access the playcall menu during gameplay, press the D-Pad to call up the Play Overlay, then press the corresponding button to run a specific play.



CLEARING OUT

After you grab a rebound, press the B button repeatedly before you land. This will cause your player to swing his elbows in an effort to clear out the defenders around him.

PASSING OUT OF A SHOT

Try passing out of your shot by pressing the X button to shoot, then crossing the A button to pass before you release the shot. It's a great way to get the ball to an open man as the defense collapses on you. You must roll your finger from the shoot button over to the pass button to execute this move. If you release your finger from the shot button before pressing pass, you'll release the shot before you can pass the ball.

OFFENSIVE CONTROLS WITHOUT THE BALL

Offensive Controls Without The Ball

Button	Action
A	Change Player
B	Set Pick
X	Rebound
Y	Call For Pass
L	Call For Shot
R	Turbo
D-Pad	Playcall
O - A,B,X,Y	Call Play



Free Throw

The trick to successful free throw shooting is to press both triggers simultaneously at precisely the same intensity for each. When you've managed to line the arrows together over the basket, press the X button to release your shot.

Note: Certain players (such as Mark Jackson and Karl Malone) perform their signature free throw routine. If you wish to bypass these animations, simply press your triggers to immediately call up the Free Throw Arrows.

Coach's Corner: Free Throw Tips

If you don't squeeze both triggers at the same time, your shot will be off. You cannot press one trigger down then attempt to compensate with the other trigger. Practice Mode is invaluable in learning the fundamentals to good free throw shooting.

DEFENSIVE CONTROLS

Defensive Controls

Button	Action
A	Swap Players
B	Steal
X	Block/Rebound/Steal Pass
Y	Control Last Defender
L	Face Up
R	Turbo
D-Pad	Defensive Set/Shift
D + A,B,X,Y	Call Defensive Set
D + L	Call For Double Team
D + R	Call For Intentional Foul

Note: An alternate D-Pad scheme may be chosen from the Options -> Controller Screen.

Basic Defense

Here's a brief description of all the fundamental defensive controls. Master the basics and you'll be ready for advanced defense in a few pages.

SWAPPING PLAYERS: A button

Swapping allows you to switch your control to the player closest to the ball handler. The purpose of swapping is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the man with the ball.



Many produced the Philadelphia Flyers to be a solid-to-very-good team in 2000-01. Many were wrong, including a select group of fans. In 2000-01, the Flyers were not what they seem to be a 60-40 regular season record and then 2-1 record in the Eastern Conference playoffs. Along the way, Alton proved just how tough he really is, he played the 1st and 2nd overtime games in the Washington, DC, arena 1st game and put up the 10th scoring in the 60-51 Atlantic home. There is a record here in the first playoff game, Alton responded with a captain's effort in game two, and went on to rely on 7th in a three-over-time victory over their hometown, the Tampa Bay Lightning. Adding to his already strong regular season, Alton added the 2000-01 MVP trophy to his collection. In addition, this prospect earned through scoring of the Flyers by scoring single-handily leading the Flyers team Toronto and Montreal and won the 2000 Stanley Cup for the first time in 10 years.

- Led the NHL in Points Per Game (21.1), Points Per Game (21.83) and Minutes Per Game (482.0) in the 2000-2001 season.

- Scored a career-high 94 points in Cleveland on January 8, 2001, and also scored in 54 of a playoff game at Toronto on May 8, 2001.

- Since 1988, Alton has led the Philadelphia Flyers Summer Celebrity Classic, a series of basketball games, softball games and celebrity events from Spring the Beach & Brick Club of Brainerd Hampton Beach, Virginia.

- Named Rookie of the Year in 1989-97 after finishing sixth in the NHL with 83.8 points per game.

- Drafted by the Philadelphia Flyers with the 61 overall pick in the 1988 NHL Draft.

- Named First Team All-American as a sophomore in four systems in 1988-89 after averaging 23.0 points per game and leading the Flyers to the Elite Eight.



Height: 6'0"

Weight: 185 lbs.

Born: June 7, 1975 in
Hampton, VA

College: Georgetown
University

Year	Games	Points per Game	Rebounds per Game	Assists per Game	Total Steals	Total Three-Pointers
88-89	78	20.5	4.1	7.5	182	160
89-90	80	20.0	3.7	6.2	185	170
90-91	86	20.8	4.6	6.8	190	158
91-92	79	20.7	3.6	5.7	184	166
92-93	71	21.0	3.8	6.6	176	168
Career	362	20.5	4.1	6.5	182	170



STEALING: B button

Press the B button to attempt a steal. Your player must get his hands on the ball to knock it away or else you'll be whistled for a reach-in foul. Once you've swatted the ball away from the offense, push the ball up court.

Coch's Corner: Stealing the Ball

Face up the ball handler by pressing the Left trigger and then press the B button to knock the ball away. This will give you a great chance to get the ball.

SHOT BLOCKING: X button



It's always nice to have an enforcer like Dikembe Mutombo or David Robinson in the middle. To swat the ball out of the air, time your jump with that of the shooter's by pressing the X button. Be sure to get to the ball while it's on the way up - if you touch it while it's on the way down, you'll be whistled for goaltending.

LAST DEFENDER: Y button

Pressing the Y button will put you in control of the player closest to the basket. This is a particularly useful button when you need to defend against the last break, and is also helpful when you need to get control of one of your low post defenders in a hurry.



ADVANCED DEFENSE

Advanced Defense

FACING UP: Left Trigger

With your arms and feet spread wide, this is the best position you can be in to stop a player from driving past you. Especially, this makes you a bigger player to get around. The disadvantage is that you'll have slower lateral movement in this position, though pressing Turbo (with the Right trigger) will help compensate.

DEFENDING PASSES: X Button

A good way to steal the ball is by closing the passing lanes. Jump in front of passes by using the X button to deflect them away from their target and into your own possession.

Coch's Corner: Loose Ball

To pick up a loose ball, simply guide your player to the ball and he will automatically pick it up. Once you've got the rock, get moving and press the advantage.

DEFENSIVE SETS

Press the D-Pad to bring up the menu and then press the A, B, X, or Y button to select the corresponding defensive set. The default options are as follows:

- A Man-to-Man - The standard defensive set.
- B Half Court Trap - Defenders try to trap the ball handler at the half court line.
- X Full Court Press - Defenders pick up their men in the backcourt.
- Y 2-3 Zone - New to the NBA in 2001-02. Two main guards the perimeter while three big men defend the key post.

Note: You can also select from a 3-2 Zone, a 1-3-1 Zone, or a Box-1 Zone in your defensive playbook.

Customize the way you play NBA 2K2 prior to the opening tip with the Options Menu. Press the A button to cycle forward through an option; press the X button to cycle backward.

NBA Rules

Every rule in the game is adjustable, or is able to be turned on and off.

Gameplay

Simulation or Arcade Mode. Simulation will emulate the real thing as accurately as possible, while Arcade mode is for the casual hoop fan. Also, you can adjust such parameters as Game Speed, Quarter Length, and Difficulty.

Presentation

Adjust sound effects, commentary, music, overlays, and more.

Codes

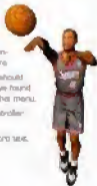
FREE SECRETS! There, that should get your attention. Once you've found out a code, enter it in from the menu.

Controller

Browse through different controller configurations.

Network

Set your filters and Chat Macro text.



INTENTIONAL FOUL

Need to stop the clock at the end of the game? Want to stop an unbalanced basket? Press the D-Pad to bring up the Play Calling Overlay and then press the Right trigger to make contact with the ball handler and commit the intentional foul.



Note: The difference between calling for an Intentional Foul and committing one is that by calling for one, you tell the rest of your teammates to commit one as well. All teammates will be looking to commit an intentional foul until there is a dead ball situation.

DOUBLE TEAMING

You can call for a double-team at any time by pressing the D-Pad and then the Left trigger. The nearest teammate will switch from his man over to yours and help tighten the defense on the ball handler.

Coach's Corner: Defending the Post

Pump the Right trigger to keep a player from backing you down. If your man has more size and skill than the offensive player, you can deny him the post and force him to shoot a fall-away jumper.

PAUSE MENU

Pause Menu

IN-GAME COACHING MOVES

From the Pause Menu, you can take control of your team. Select **Coach** to set your defensive pressure, assign your defenders to guard certain people, or call for the double team. By selecting **Settings**, you can decide whether you'd like to be in complete control of timeouts and substitutions, or whether you'd like the CPU to remain in control. Also, you can set to what level of intensity you'd like your team to keep the game tempo: run the fast break, and crash the boards.

TIMEOUTS

When you sense the momentum begin to shift, or when you notice your players are becoming fatigued and running with their heads down, call a timeout to regroup and regain some energy. Press the **START** button, then select **Timeout** in the lower-right corner.

SUBSTITUTIONS

Remember to use your reserves to help keep your lineup fresh and out of foul trouble. You can make single-player moves, change a couple of players, or sub out the entire team. Also, when the game situation dictates a specific type of lineup on the floor (such as a three-point shooting lineup or a defensive group), you can scroll through and select from predetermined lineups by pressing the **Left** or **Right** trigger.

STATS

Current game stats as well as an updated injury report can be accessed here.

CAMERAS

NBA 2K2 offers five different camera angles to choose from, as well as five different modifications you can make to each. You can preview each of them to make sure you have everything exactly as you want it.



REPLAY CONTROLS

Replay Controls

Button	Action
A	Play at real time speed
B	Zoom Out
X	Zoom In
Y	Replay controls overlay ON/OFF
L	Reset
R	Fast-forward
D-Pad	Move aim indicator

Note: While moving the aim indicator, you can also lock on to any player to follow him throughout the entire replay. To do so, simply make the aim indicator directly on top of whichever target you wish to track.



GAME MODES

Game Modes

From the Main Menu, you're given a number of different game-play options. Here's a quick description of all the different game modes that NBA 2K2 has to offer.



EXHIBITION

Choose any two teams in the league and take it out to the court.

SEASON

Play a 14-, 28-, 56- or 82-game regular season, followed by the playoffs (assuming you're good enough to make the playoffs). It's a long and grueling season. Do you have what it takes to guide your team all the way to the NBA Finals?

Once you've selected your team(s), you can access the Season Play screen. From there, you can begin playing games, set your options, or customize your plays, players, and teams.

PRACTICE

Practice makes perfect. Head on over to the practice gym, select the team to use, and start working on your jumper. The Shot Meter will help you perfect your form and timing by telling you how early or late you're releasing your shot. It's a lot easier when no one's guarding you, isn't it? Also, you can select Free Throw from the Pause Menu to work on your free throw shooting.

TOURNEY

Choose to either play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each of the 4-, 8-, or 16-teams that are participating in your tournament.

PLAYOFFS

Skip the rigors of the regular season and head straight to the postseason. Can you survive the competition and make it to the NBA Finals?

FRANCHISE

Guide your team through season after season in your quest to build an NBA dynasty. Select your team, choose your roster (standard or fantasy draft), and get started. You'll be in complete control of your roster, so you'll have to think like an NBA general manager does. That means potentially dealing with salary caps, contract demands, free agency, and trade offers.

FANTASY

Create your own fantasy tournament or full fantasy league with this game mode. All available players will be placed in a giant free agent pool, then it's off to the draft. Once you've selected a team, you can take part in a 4-, 8-, or 16-team fantasy tournament, or play a full fantasy league season.

NOTE: You can either draft the entire team yourself or press the START button to have the CPU automatically complete the remainder of the draft for you.

STREET COURTS

In NBA 2K2, not only can you play in all of the 3-D rendered arenas, but you can also ball on a number of the most famous street courts in the country. On the Main Menu, select Street; select the number of players you'd like to have on the pavement (from 2-on-2 to 5-on-5); and select the court you wish to play on. You can choose from the following:

- Rucker Park (New York City)
- The Cage (New York City)
- Coast Park (New York City)
- Franklin Park (Chicago)
- Molokai Park (Oakland, CA)



TEAM SELECTION

Team Selection

Once you're ready to start the game, you'll be guided to the menu. Press the Analog Stick left or right to select whether you'd like to control the home team (right) or the visiting team (left). After you've moved the controller icon to the left or right, press the Left or Right trigger to cycle through the list of available teams. Once you've led the matchup you desire, press the START button to get things underway.



Network Play

Use the built-in modem on your SEGA Dreamcast to go online with NBA 2K2 and do battle with either the parish across the street or someone from across the country.

1. Select "Network" on the Main Menu and press the A button.
2. Network Login Details
 - a. Use the D-Pad or Analog Stick to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Login. The D-Pad or Analog Stick will move the cursor on the keyboard while the A button will select a key. The ENTER key or START button will advance from the keyboard entry screen once the user name has been entered.
 - b. Use the D-Pad or Analog Stick to highlight "User Password" and press the A button. Follow the same steps for entering your password as in step 2a.
 - c. Use the D-Pad or Analog Stick to highlight "Primary Phone" and press the A button. Again, follow the same steps for entering your primary ISP dial-up phone number as in step 2a.

- d. (Optional) Use the D-Pad or Analog Stick to highlight "Backup Phone 1 or 2" (Optional) and press the A button. Follow the same steps for entering your backup dial-up number as in step 2a.
- e. You'll also need to let the Dreamcast modem know whether or not to dial an outside dialing prefix (such as a "01" whether or not to dial the area code, and whether or not to enable pulse dialing). Enter all this information (if necessary) and then press the START button on the controller to sign on to the network.

3. Entering a Screen Name

- a. After signing on, you should be prompted with "Do you have an existing Screen Name?" Press the A button to select "YES".
- b. On the Network Handle screen, press the A button to go to the Screen Name keyboard entry screen. Your Screen Name must be at least six characters long with a maximum of 16.
- c. Use the D-Pad or Analog Stick to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Again, your password must be at least six characters long with a maximum of 16. To make sure you've entered your password correctly, you'll be asked to re-enter it on the following line.

4. Entering the lobby and starting a game

- a. Select your preferred region (Eastern, Central, or Western) by using the D-Pad or Analog Stick to highlight your choice and press the A button to confirm.
- b. Select a lobby by using the D-Pad or Analog Stick to highlight the lobby of your choice and then press the A button to enter.
- c. Once in the lobby, use the D-Pad or Analog Stick to highlight another player in the lobby and then press the A button to issue a challenge. If challenged, choose "YES" and press the A button to accept.



NETWORK SETTING

Network Settings

Setting	Function
User Name	Your login name for getting on the network
Password	Your account password
Phone Number	The number you dial to get online with
Handle	A nickname for while you're online

Customize

PLAYER CREATE

Whether you want to create a 7-foot, shot-blocking slam-dunking monster or a scrappy re-creative hot college prospect, or perhaps put yourself and your friends into the game, you can do it here. You'll be able to scale and size each individual body part, shape the face any way you want, add any accessories you'd like, and distribute the player's attribute points to create the perfect player for your team.



PRE-SET PLAYERS

To make things easier for you, we've created three different types of players for each position. So, for example, if you're looking for a specific type of point guard, you'll be able to select from a distributor, a shooter, or a defensive specialist. Once you've selected the pre-set player type, you'll be able to modify his attributes however you'd like.

Coach's Corner: Getting a Created Player onto Your Team

Once you've created a player, you'll need to assign him to a team. From the Player Create screen, press the B button twice to back out to the Customize Main Menu. Then select Teams, and select Sign. Your newly created player will appear at the bottom of the available Free Agents list. Press the Right or Left trigger to scroll to the team you wish to sign the player to, scroll down to your player, and press the A button to add the player to that team. (Note that if an existing team already has 15 players on its roster, then you'll need to back out to the Customize Teams screen, select Move, and remove a player from the team to open up a roster spot.) To make sure your player is on the 12-man roster, back out to the Customize Teams screen and select Lineups. From there, you can select Set Active Players to place him on the active roster, or select Create Lineups to insert him into the starting lineup.

TEAM CREATE

From the Teams Menu in Customize Mode, you can create a brand new team using any of the ten available custom logos, or simply make a few roster modifications to any existing NBA team. Here you can make trades, adjust your lineup, import players and teams from a friend, and set your team's offensive and defensive plays.

IN-GAME COACHING MOVES

From the Pause Menu, you can take control of your team. Select Coach to set your defensive pressure, assign your defenders to guard certain people, or call for the double team. By selecting Settings, you can decide whether you'd like to be in complete control of timeouts and substitutions, or whether you'd like the CPU to remain in control. Also, you can set at what level of insanity you'd like your team to keep the game tempo, run the hot break, and crash the boards.

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Sega thanks the Rucker family and the memory of Mr. Hajime Rucker.

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ESRB RATING

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